

BOMBERMAN[®]



KONAMI

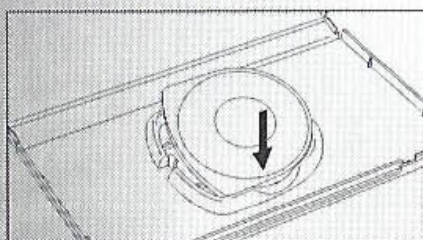
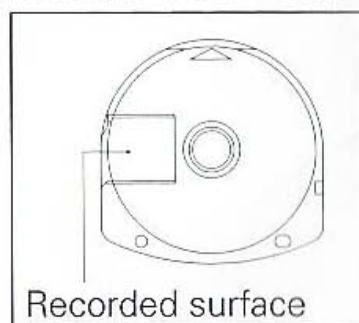
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

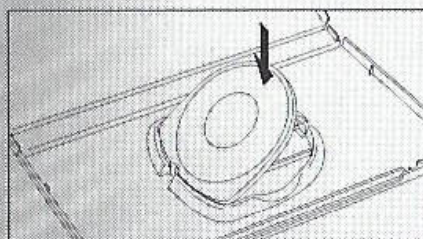
Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

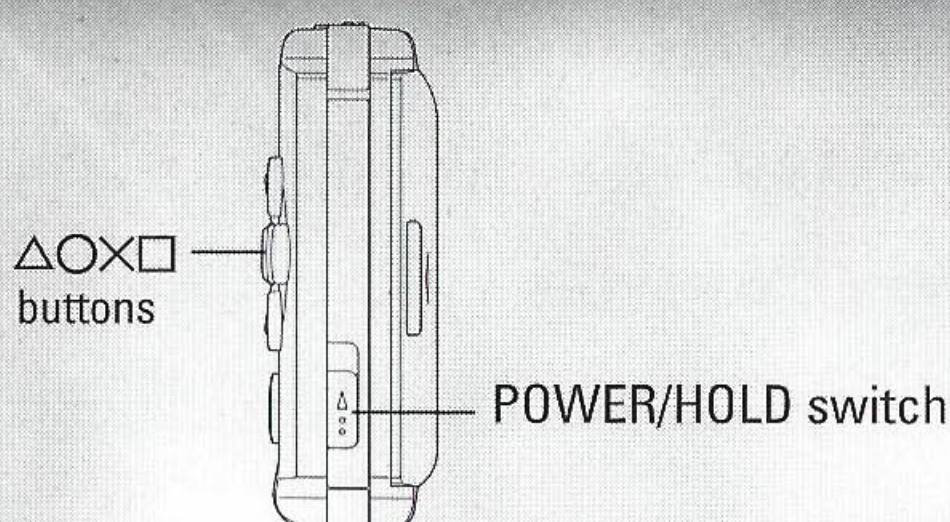
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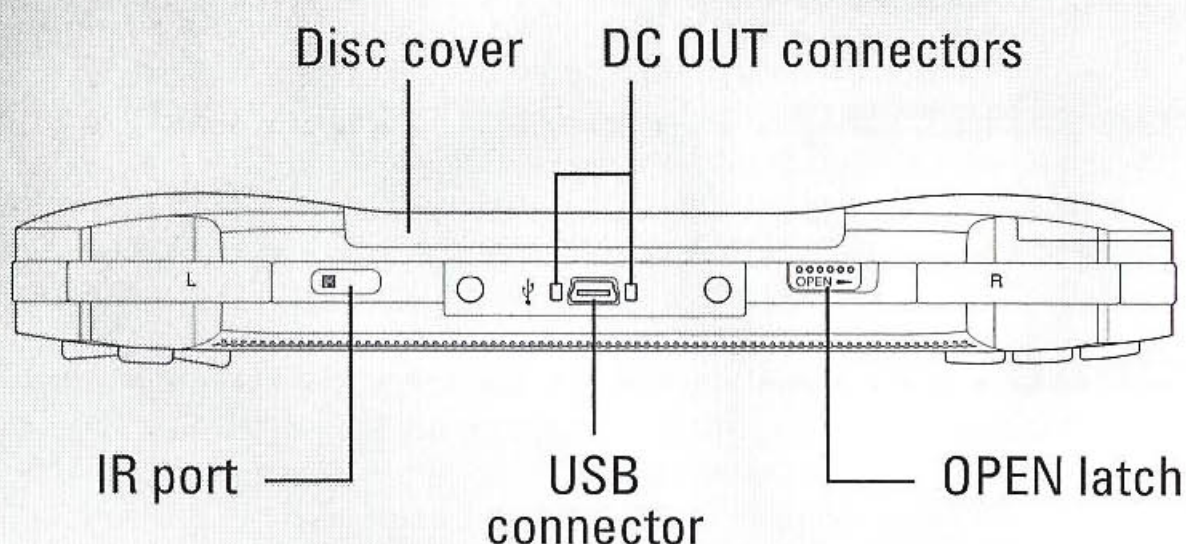
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GETTING STARTED

Right side view



Front view

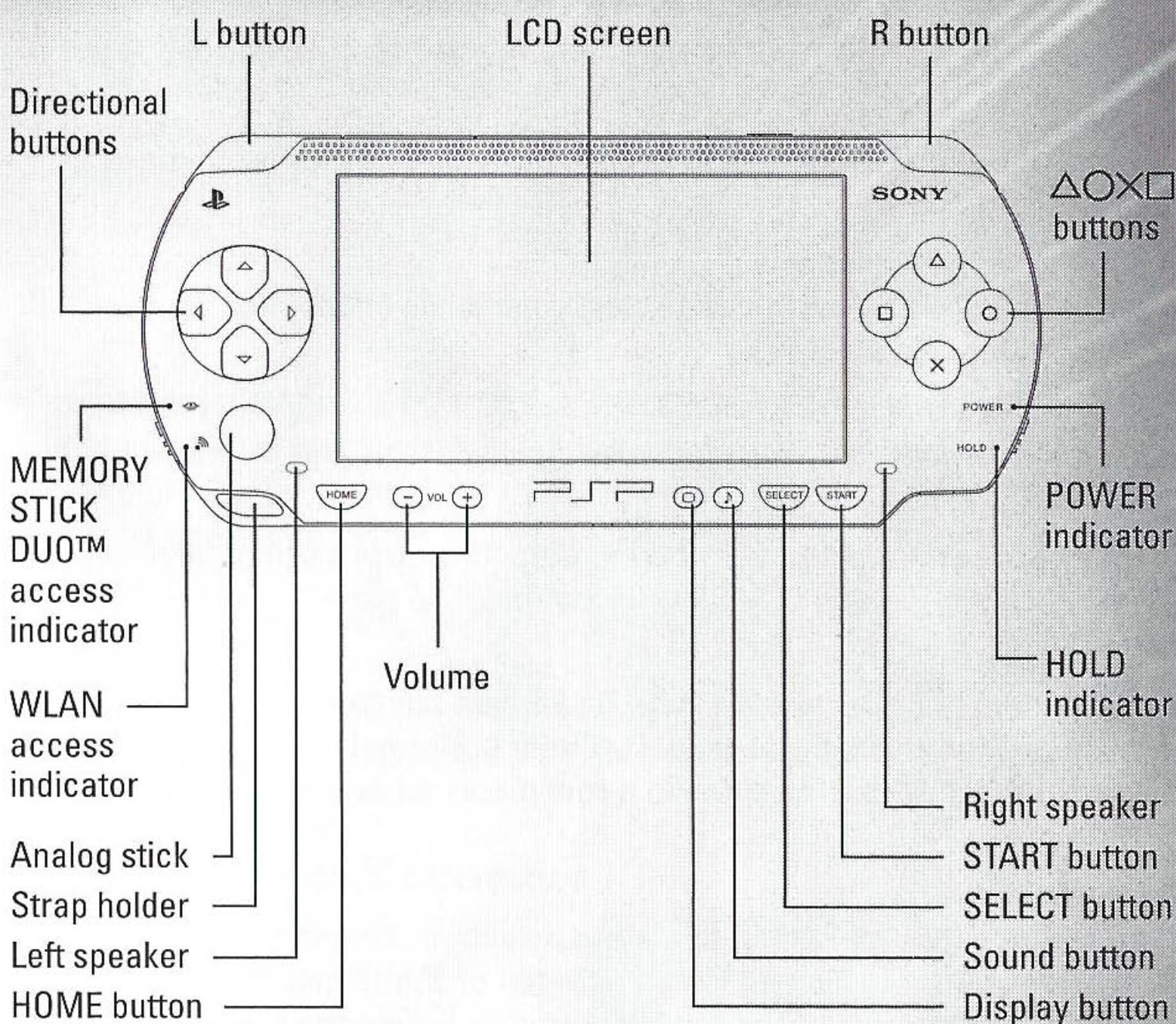


Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Bomberman® disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

GAME CONTROLS

START button

Used to start the game and display the pause screen.

Note: The game cannot be paused during multiplayer battle games.

SELECT button

Used to switch the screen between stocked items and set items in a Normal game.

Directional buttons

Used to move the player and select commands on various selection screens.

Analog stick

Used to switch the screen between stocked items and set items in a Normal game.

Note: These controls describe the default control settings, and can be changed in Control Settings in Options. See page 16 for details.

⊙ button

Used to place bombs and cancel on various selection screens.

Also, with the line bomb power-up item in Normal or Battle games, pushing the ⊙ button twice in a row places all available bombs at once.

⊗ button

Used to enter commands on various selection screens. With the remote control power-up item in Normal or Battle games, pushing the ⊗ button sets off bombs. Also used to toggle the camera in Battle game mode.

▣ button

Used to equip stocked items in the Normal game.

△ button

Used to display item explanations in the setup screen of a Normal game. Also, with the bomb kick power-up item in Normal or Battle games, pushing the △ button stops kicked bombs.

R button / L button

Used to select stocked items in a Normal game. Also, on the stage screen, pressing the R button and the L button at the same time will toggle the stocked/set item display on and off. Used to display player numbers above the characters' heads in a Battle game. Also, the phrase "1 More" will appear over the head of a player who can win the game with one more win. The display can be toggled between "no display," "display player numbers" and "display 1 More."

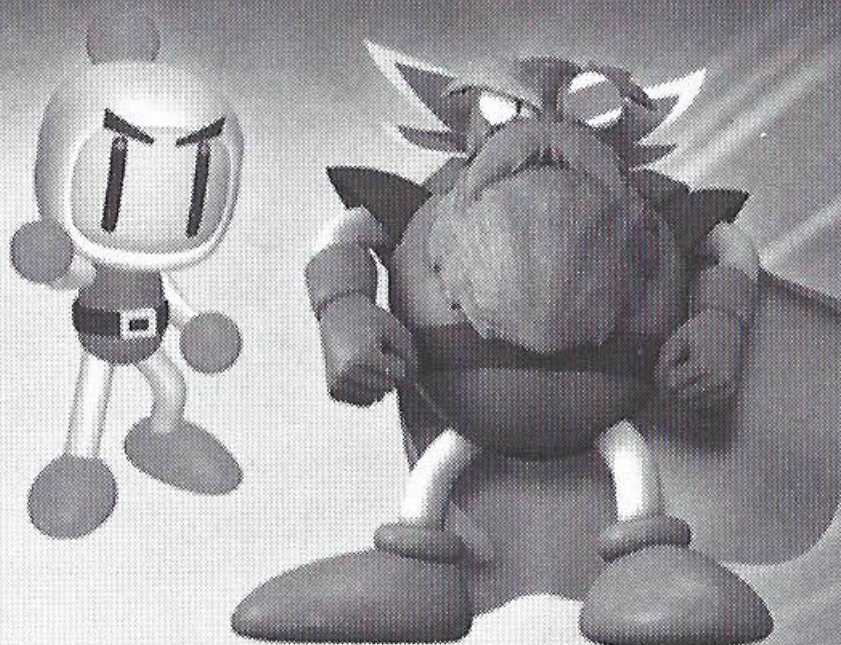
WLAN switch

Used for versus play and game sharing.



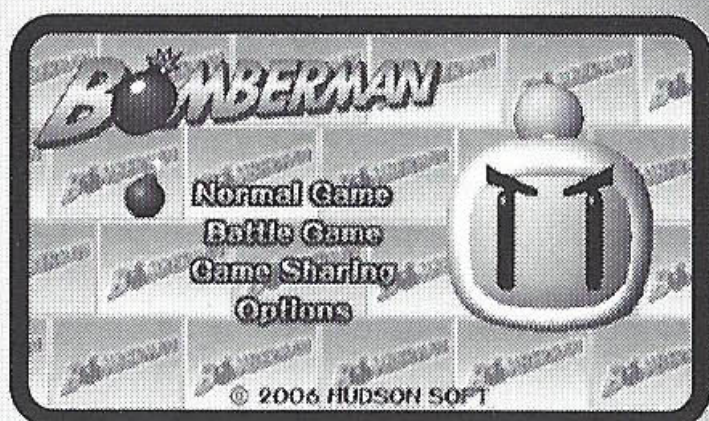
NORMAL GAME

Uncover the mysteries of the diabolical scientist, Professor Bagular, and eliminate his mech army along the way in this action-packed single-player mode with 10 worlds and 100 stages.



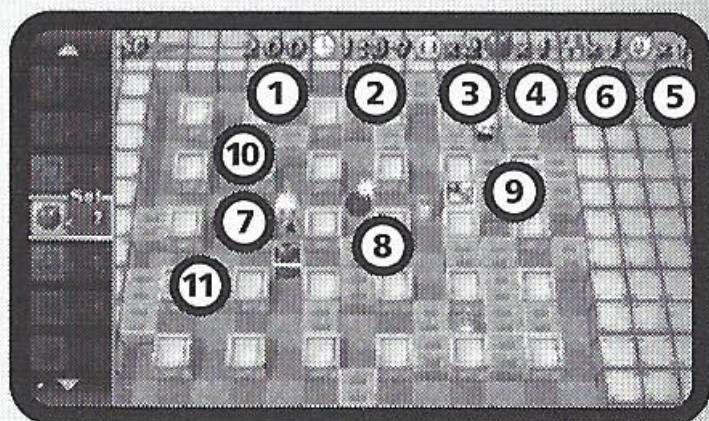
Starting a Normal game

From the Title Screen, select "Normal Game," then select "Start new game." After saving game data, the game will begin. If you have saved data from a previous game, select "Continue game." After loading the saved game, you can continue your previous game.



The Stage Screen

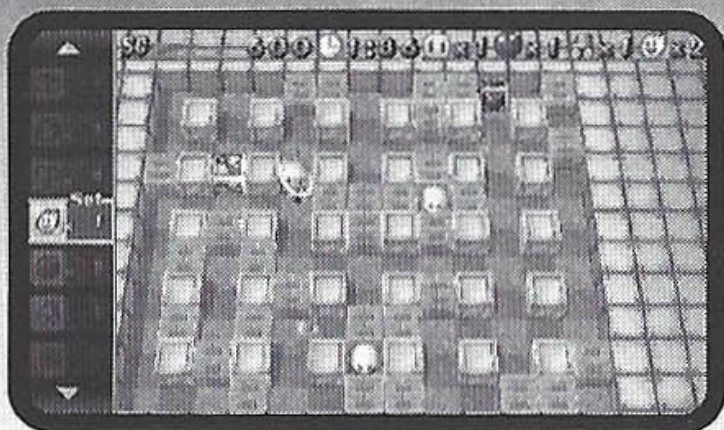
1. **Score:** Displays the points earned during the game.
2. **Time limit:** The time remaining. Enemies appear when the time reaches 0.
3. **Remaining lives:** Displays the number of remaining lives.
4. **Number of bombs:** The current number of bombs. You can carry a maximum of 8.
5. **Bomb firepower:** Current firepower. Can be powered up to a maximum level of 8.
6. **Speed:** The player's speed. Can be powered up to a maximum level of 8.
7. **Player:** The character controlled by the player.
8. **Bomb:** The blast expands in four directions when it explodes.
9. **Enemy:** Can be defeated with a bomb. The player will lose a life if touched by an enemy.
10. **Soft block:** A block that can be destroyed with a bomb blast. Doors or items may appear when a soft block is destroyed.
11. **Hard block:** A block that cannot be destroyed by a bomb blast.



Item Setup

In Normal game mode, you can stock up on items and use them to power up whenever you want. This allows you to choose the items that will be most effective against the enemies you face on any given stage. The more items you have, the better off you are.

The strategic use of items becomes crucial to your success, so use these items wisely. You can equip different items during gameplay, or while the game is paused.



Set Items

When you pick up an item, it will be added to your item stockpile on the left side of the screen. You can equip items from your stockpile freely as you make your way through the stages.

Setup Screen

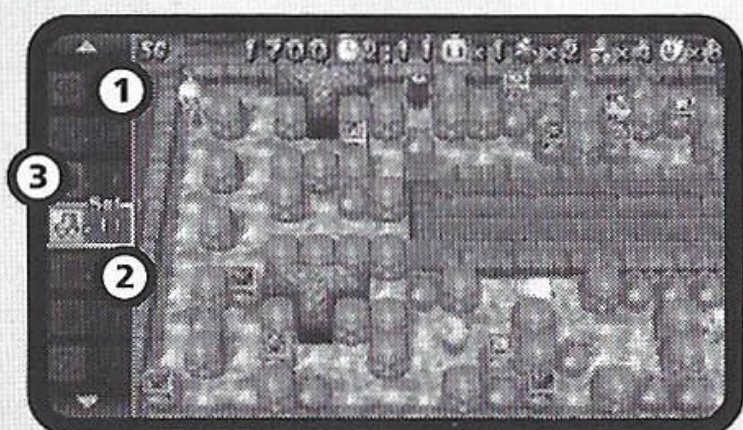
Before you enter a stage, you can change the items you have equipped. You can also view explanations for items by pressing the  button. While you can keep most items until you lose a life, there are some exceptions. Special bombs



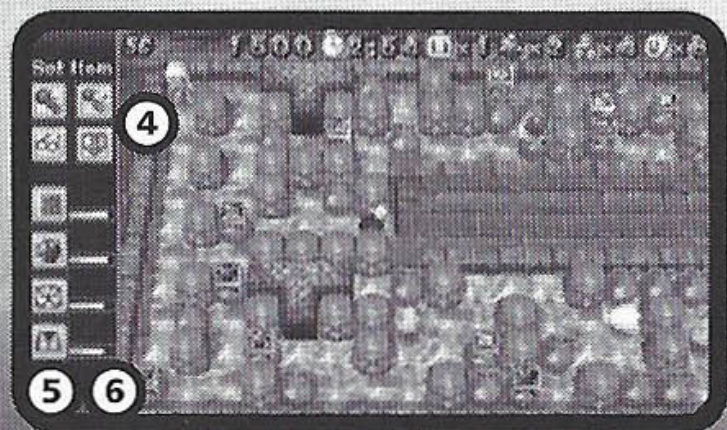
cannot be taken to the next stage, and some other powerful items can only be used for a set amount of time. You must decide on the best way to use your items effectively.

VIEWING ITEMS

Gameplay Screen



 You can switch between the item screens with the **SELECT** button or analog stick.



(1) Stocked items

Icons for stocked items

(2) Number of items

The number of stocked items

(3) Selected item

Press the  button to use the selected item. If you cannot use it anymore, or if you have no more of this item left, the display will be grayed out.

(4) Special items 1

Displays currently equipped items that can only be used for one stage. The bomb graphics will change for special bomb items. Hearts will disappear after they protect you from damage once.

(5) Special items 2

Displays currently equipped items that can only be used for a limited time. If time runs out, you can re-equip them.

(6) Time bar

Displays the remaining time on limited-time items. The bar's length will vary depending on the time remaining.

GAME PROGRESSION

Destroy soft blocks

The stage contains soft blocks, which can be destroyed with bombs, and hard blocks, which cannot. The exit, which you must find to clear the stage, and power-up items are hidden in the soft blocks. Collect power-up items to prepare yourself for powerful enemies that appear in later stages.

Equip items

Once you have found power-up items, equip them to take advantage of their effects. Stock up on as many items as possible, so you can use them in the more difficult stages later on.

Stage clear conditions

When you have defeated all of the enemies in a stage, the exit will be highlighted. Go into the exit to clear the stage, and move on to the next one. There are 10 stages in each world, for a total of 100 stages. As you make your way through the stages, they will get more and more difficult.

Game over

You will lose a life if you run into an enemy, or if you are touched by a bomb blast. If you run out of lives, the game is over.

Bonus stages

After you clear Stage 5, you can play a bonus stage. Here, you can pick up a large number of items after you defeat 10 enemies.

Boss stages

A powerful boss appears in the last stage of each world. No item stock screen will appear, so you need to equip all items before the fight begins. Defeat the boss to clear the world, and move on to the next one.



Key items

You must find all of the Key items hidden in the first nine worlds and clear the ninth world in order to play the tenth world. You can use the world map screen to see how many of the Key items you have collected.



SAVING

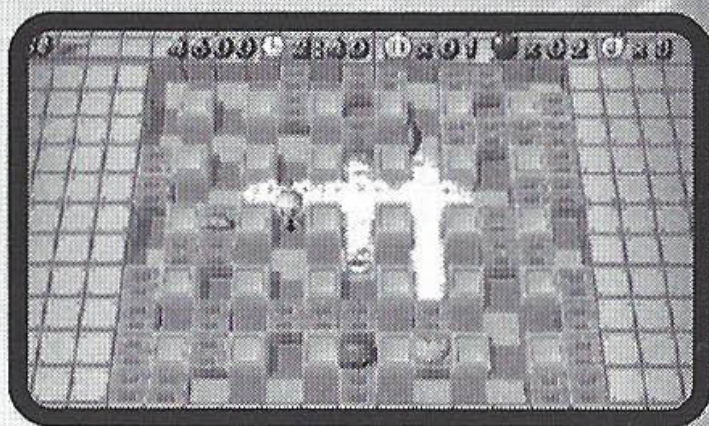
This game supports the Memory Stick Duo™ and Memory Stick PRO Duo™, and uses them to save game data. At least 384KB of free space is required to save.

Saving occurs automatically when you select "End" on the Game Over screen, when you adjust your settings on "Control Settings" or "Item Scroll" and return to the Options Menu, and when you clear a stage in a Normal or Classic game. (This occurs if you have selected "Autosave" in the Save Settings in the Options Menu.) Please see page 16 for more details about Options. You can play the game without saving, but your option settings and rankings will not be recorded.

CLASSIC GAME

The origins of Bomberman

Once you clear the Normal game mode and save that game data, you can select the Classic game mode from the Mode Select Screen. This is a single-player game mode in which you fight your way through 50 stages, placing bombs to defeat enemies and destroy soft blocks.



Enemy characters



Ballom: 100 points



Onil: 200 points



Dal: 400 points



Condria: 1000 points



Pontan: 8000 points

The enemies that appear in Normal and Classic game modes each have their own speed and action patterns. As you work your way through the stages, more powerful enemies appear. You can earn more points by defeating enemies consecutively. If you defeat 4 Balloms at the same time, for example, you will earn 100 for the first one, 200 for the second, 400 for the third, and 800 for the fourth, for a total of 1500 points. In the Normal game mode, you receive bonus points when you defeat 5 or 10 enemies at the same time.

Pause Menu

Return to game: Resumes gameplay

Return to Title: Returns to the Title Screen

Save: Saves game data

BATTLE GAME

Play against your friends in Wireless (WLAN) Ad Hoc Mode with up to 4 players. Select Battle Game from the Title Screen. To play against two or more people, select "Host a Group" or "Join a Group."

Game Sharing

You can transfer a game to a PSP® (PlayStation®Portable) system that does not have a UMD™ inserted. The recipient can then participate in a versus game. (See page 13 for details.)

Setting up a versus game

You will need:

- At least 1 "BOMBERMAN" UMD™
- 2 to 4 PSP® systems (one for each player)

(1) Turn the WLAN switch on: Everyone

All players should bring their PSP® systems within 32 feet of each other, and turn their WLAN switches on.

(2) If you select "Single Player"

Select "Single Player" on the Menu Screen, and the Rules Setup Screen will appear. You will be able to play against computer-controlled opponents.

(3) Host a group: Player 1

Select "Host a Group" from the Menu Screen to display the screen below. The player who hosts the group becomes Player 1, and will get a waiting screen.



The group name is the nickname of Player 1's PSP® system.

(4) Join a group: Everyone except Player 1

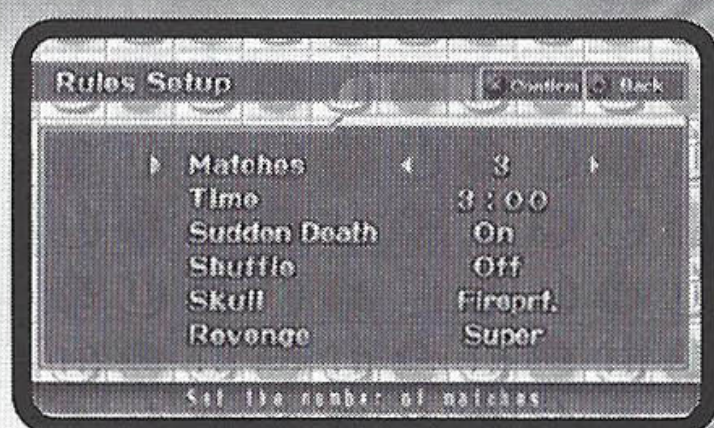
All players except for Player 1 should select "Join a Group," select the group name, and then press the  button. If there are multiple groups you can join, choose one.

(5) Set members: Player 1

When all players have joined the group and Player 1 presses the START button, the screen to the right will appear. To continue to the Rules Setup Screen, press the  button.

(6) Rule settings

Once all players have joined, Player 1 can adjust the Rule settings. Set the rules, use the cursor to highlight "Battle Start," then press the  button to start the game. (See below for details on Rule settings.)



Matches

Set the number of matches played from 1 to 5.

Time

Adjust the time limit for the battle from 1 to 5 minutes, or select unlimited time.

Sudden Death

Turn pressure blocks on or off. (Pressure blocks fall when time is running out.)

Shuffle

Adjust settings for the players' starting positions. Choose from default (Player 1 in upper left, Player 2 in lower right, Player 3 in upper right, Player 4 in lower left) or randomized positions.

Skull

Choose whether or not skull items are destroyed by bombs. (See page 16 for details.)

Revenge

When turned on, defeated players can attack from outside the stage.

If set to Super, defeated players can return to the stage by defeating another player.

Player Settings

Determine the number of players. You can choose from "Weak," "Normal," or "Strong" opponent difficulties, or "Off" to disable that player.

Stage Select

You can choose from various battle stages. The number of stars indicates the difficulty level.

Confirm Settings

Confirm the settings you have selected so far, and adjust detailed settings.

Maniac Setup

Item Select

Adjust the number of each item that is placed on the stage.

Handicap

Adjust the number of bomb blasts a player can take before dying.

This setting can be adjusted separately for each player.

Battle Start

Begin the Battle game.

Team Select

Split players into teams.

Character Select

Assign characters to each player.

Back

For a one-player game or if you have created a group, this will return you to the Stage Select Screen. If you have joined a group, this will return you to the top screen of the Battle Menu.

If all rule settings are okay, move the cursor to "Battle Start" and press the  button.

The Game Screen

(1) Time limit

The time remaining in the battle.

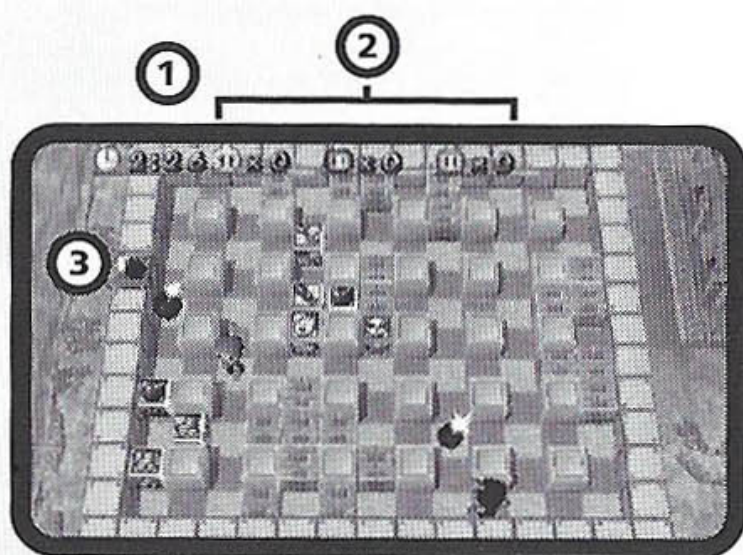
This can be adjusted in the Rule settings.

(2) Wins

The current number of wins.

(3) Revenge bombers

Defeated players can attack from outside the stage.



Win/Loss Results

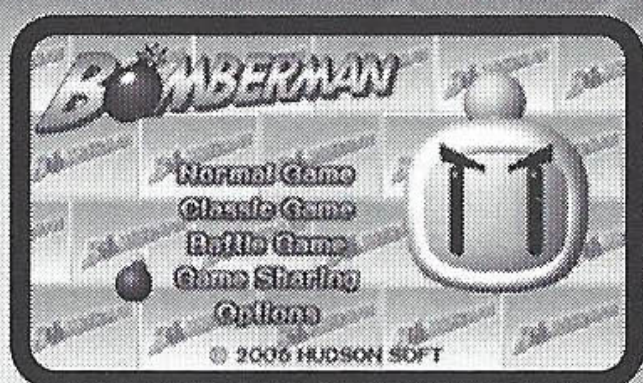
After the round is over, the winning character will get the win added to their record.

If two or more players are killed at the same time to end the round, or if time runs out, the round will end in a tie. There is no winner in this case, so the results are not counted.

If there are more rounds remaining, the next battle begins. If not, the awards ceremony begins. Afterwards, you will return to the "Confirm settings" screen.

GAME SHARING

You can transfer a game to a PSP® system that does not have a UMD™ inserted, using the Wireless (WLAN) functionality. The recipient can then participate in a versus game.



How to share a game

You can share a game with up to 4 people at the same time.

You will need:

- To send the game
 - 1 PSP® system
 - 1 "BOMBERMAN" UMD™
- To receive the game
 - 1 PSP® system per person

Make sure the sending PSP® system and receiving PSP® system are within 32 feet of each other.

(1) Turn the WLAN switch on: Everyone

The player sending the game should start up the game, and the player(s) receiving the game should turn the power on. All players should turn their WLAN switch on.

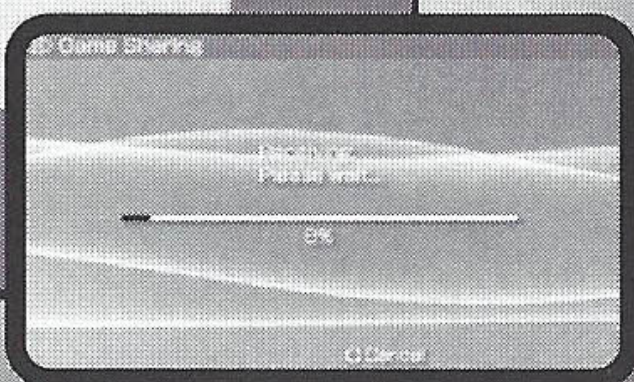
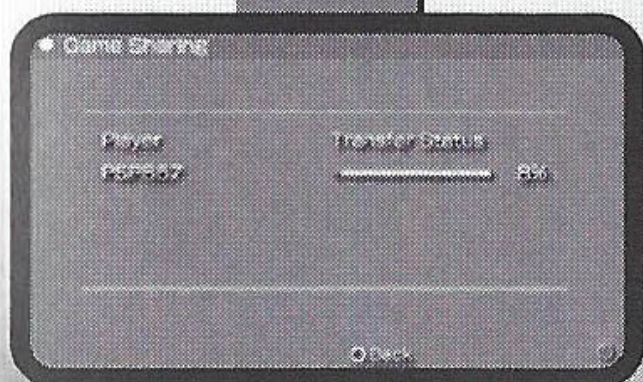
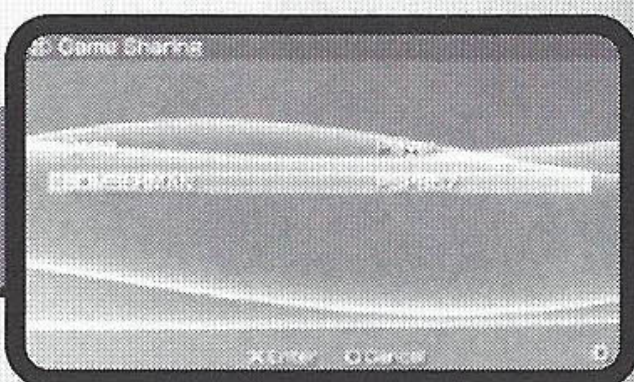
(2) Menu selections

Sender:

Select Game Sharing from the menu. Once you select Game Sharing, a waiting screen will appear and search for a request from other players. Once a request is received, the screen below will appear. Press the  button to begin communications.

Receiver:

Select Game Sharing from the PSP® Home menu. Once you select Game Sharing, a waiting screen will appear, and a search will begin for PSP® (PlayStation®Portable) systems within communications range. Once the sending PSP® system is found, the screen below will appear. Choose Enter to send a request.



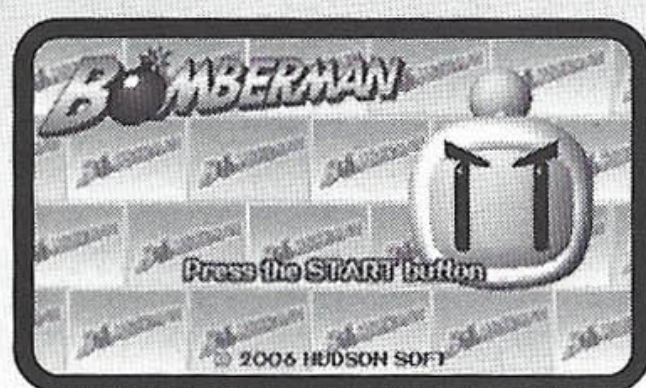
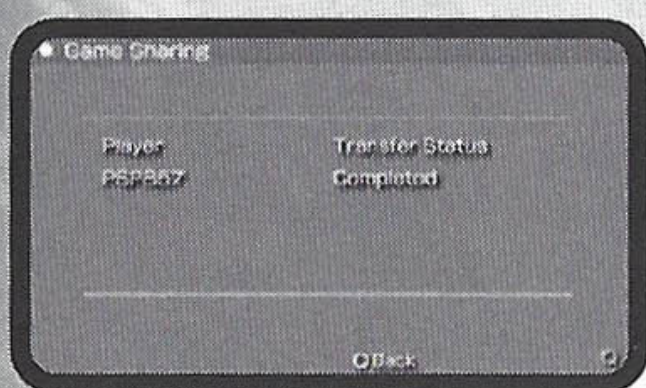
(3) End communications

Sender:

When communications are complete, the menu screen will appear.

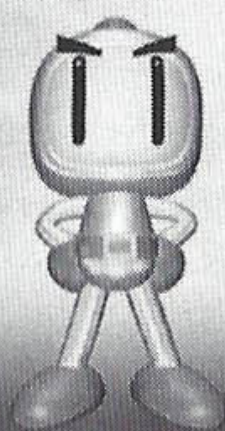
Receiver:

When communications are complete, the screen below will appear. Press the START button to start the game.



After you receive the game, you can play Battle games. (See page 10 for details.)

To end a received game, turn the power off, or press the HOME button and end the game. Games received via Game Sharing will be lost.



Gold Bomber

If you win a Battle game, your Bomberman will turn gold to mark you as the victor.

ITEMS

In a Normal game, you can stock items as you find them. Different items are effective for different lengths of time.

In a Classic game, you can keep the "Fire up," "Bomb up," and "Speed up" items even after you lose a life, and you retain the upgrades to the number of bombs, bomb firepower, and speed.

All other items are lost when you lose a life.

Basic items (For Normal/Classic/Battle)



Fire up: Upgrades bomb firepower one level.



Bomb up: Increases the number of bombs you can place by one.



Speed up: Increases speed one level.

Items common to Normal and Classic modes



Remote control: Lets you set off placed bombs with the  button.



Bomb through: Lets you pass through bombs.



Wall through: Lets you pass through soft blocks.



Invincibility suit: Protects you from all damage for a set period of time.



Fire man: Protects you from bomb blasts.



1-UP: Adds one life to your life stock.

Items common to Normal and Battle modes



Full fire: Upgrades your bomb blasts to maximum firepower.



Power bomb: Upgrades the first bomb you place to maximum firepower.



Mine bomb: Turns the first bomb you place into a mine that hides in the ground.



Dangerous bomb: Modifies the blast for the first bomb you place to explode in a square pattern.



Penetrate: Makes your bomb blasts penetrate soft blocks.



Line bomb: Lets you place all of your bombs in a line by pressing the  button twice.



Bomb kick: Lets you kick bombs by running into them. Press the  button to stop a kicked bomb.

Normal game-only items



Clock: Adds 1 minute to the remaining time.



Heart: Protects you from damage once.



Glasses: Shows you the location of items hidden in soft blocks.

Battle game-only items



Rubber bomb: Turns bombs into bouncy bombs that bounce off walls when kicked.



Fire down: Decrease bomb firepower by one level.



Bomb down: Decreases the number of bombs that can be placed by one.



Clogs: Decreases speed by one level.



Question mark: Adds effects from a random item.



Skull: Makes you sick. You can cure yourself by touching another player or waiting for time to pass. See symptoms below:

Speedy: Character speed becomes extremely fast

Slowpoke: Character speed becomes extremely slow

Diarrhea: Drops bombs uncontrollably

Mute: Cannot place bombs

Weak: Can only place one bomb, with a firepower level 1

Can't stop: Once you start moving, you can't stop until you run into an obstacle

Reverse: Character controls are reversed

Impatient: Bombs explode quickly after being placed

Delay: Bombs explode slowly after being placed

Change: Suddenly switches positions with other players

OPTIONS

Sound test

Listen to music and sound effects from the game.

Control settings

Change settings for the     buttons to match your playing style.

Item scroll

Change controls for the R and L buttons in a Normal game.

Rankings

View top scores for Normal and Classic games.

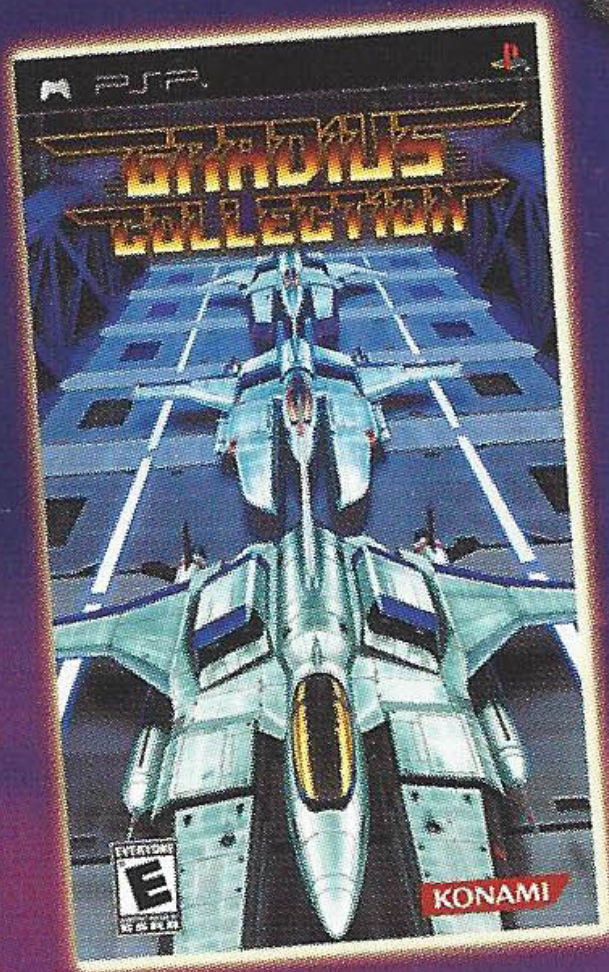
Save settings

Turn Autosave on and off, or delete saved game data. When Autosave is turned on, data will be saved automatically when you return to the Options menu screen.

20 YEARS OF INTENSE
SHOOTING ACTION!



PlayStation® Portable



Konami Digital Entertainment, Inc.
1400 Bridge Parkway, Redwood City, CA 94065

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EVERYONE



Mild Fantasy Violence

ESRB CONTENT RATING www.esrb.org